DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STY	LE			
Nat but somewhat aggressive style based on vulnerability.	Lead In Partner's Suit			In Partn	CATEGORY:	
2N after 1M overcall = 4card raises	Suit	2/4/(6)		2/4		NCBO: Iceland
1M-(dbl) – transfers	NT	Attitude		1-3		PLAYERS: Jón Baldursson-Sigurbjörn Haraldsson
1♥-(1♠)-transfers	Subseq	1-3, att-	sh vs NT, (2-4)			
		enerally 2/4 th the	ough declarer (atti	tude-ish), i	including honours	
	Leads in p	d's suit if suppo	rted suggesting 3+	then gener	rally top of xxx in NT	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	^ ^			2	SYSTEM SUMMARY
15-18 system on	Lead	Vs. Suit		Vs. NT		
Reopening vs 1m 10-15, vs 1M 11-16 - 2 asks about strength+M	Ace	AKx+		attitude	/ count if dummy xxx	GENERAL APPROACH AND STYLE
cue=GF, other nat	King	KQ(x+).	KQ(x+), (AK) AKx(xx)		ask for count/unblock	Strong club, 2+♦, 14-16 no-trump
	Queen		AQJ(x)+	QJ (x+)	/ KQ(x+)/AQJ(x+)	3 rd seat openings can be (very) light, vulnerability based
	Jack		/ Jx / KJ10(x+)	J10(x+)	/ KJ10(x+)	No trump hands can possibly incl (usually H) singleton
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x / Q1	09(x+) / AJ10(x+)	109(x+)	/Q109(x+) /AJ10(x+)	Regular upgrades of balanced hands
Weak NV but generally sound, based upon vulnerability, (Ghestem)	9	109x / H			/K109(x+)/A109(x+)	Preemptive Style is generally sound though VUL based
Intermediate VUL. > 2N=asks for shortness, cue=invit,	Hi-X	2/4		Attitude	e	Lots of transfers in competition
transfers if 3 rd hand dbl 2M	Lo-X					Points can be adjusted in any situation.
Reopen: Intermediate	SIGNALS	IN ORDER O	F PRIORITY			Judgment is allowed in any situation.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)]	Partner's Lead	Declarer's Le	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
$(1 \clubsuit) - 2 \bigstar = \text{Nat} / (1 \bigstar) - 2 \bigstar = 4 + \bigstar, 5 + \blacktriangledown / (1 \blacktriangledown) - 2 \blacktriangledown = \bigstar + \bigstar / (1 \bigstar) - 2 \bigstar = \blacktriangledown + \bigstar$	1	Attitude	count / SP		attitude	2•=short • 10-15hcp
(1♠)-3♣=♠+♦ (Ghestem)	Suit 2	SP	SP / count		Attitude (count)	2N=5+5+ m's about 9-13hcp (can be less in third pos)
(1) - 3=stopper asking if 3+, Nat weak/ intermediate if not Vul	3 (Count				relatively unusual 1N system
based	1 a	attitude / count	SP / count		attitude	Response to strong club are unusual and usually followed
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2					By relay sequences
strong: dbl=+another suit, 2	3					
weak: dbl=nat, 2♣=Landy, 2♦=good+ M overcall, 2M=nat, 2N=m's	Signals (in	cluding Trumps): hi-lo in trumps u	sually inte	erested in ruff,	
			int) We always p			
strong defense always if passed hand	Standard c	ount/attitude on	ace leads.			
14-16 we play weak NT def 15-17 we play strong NT def			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (Style; Responses;	Reopenin	g)	
3 - 4 - M's, (3M) $4 - M + 4$, $4 = M$, $4Mcue - m$'s better, $4M - M + 4$		iberal style, EL				
(2M)-3M=stopper asking or strong m's	, j	,				
(2M)-4m=5+m 5+OM						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+						SPECIAL FORCING PASS SEQUENCES
CRASH vs strong 1♣ +Suction, after strong ♣-p-1♦-suction	SPECIAL	, ARTIFICIAI	& COMPETITI	VE DBLS	(3m)-dbl-(5m)-pass=forcing	
Suction vs 2 strong	stopper ask					
			rogressive dbl's) b	y opener o	on the second round	
OVER OPPONENTS' TAKEOUT DOUBLE	Of bidding		(···· · · · · · · · · · · · · · · · ·	<u>, 1</u>		IMPORTANT NOTES frequent non penalty dbl's
1M-(dbl)-transfers, fitshowing jumps, 3x under M=mixed raise	er er utuning					17-19 1444 hands are a problem for us, usually we will show
rdbl 10+						17-19 bal.
2M-(dbl)-transfers						PSYCHICS:Rare

U	lF JAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1*		0	4♥	16+ unbal, 17+bal	$1 \neq = (0-7), 1 \neq = 8 + no 5 + M \text{ or shortness}, 1 \neq = 5 + \forall,$	1♣-1♦-1♥=any 20+, lots of relays esp in GF	Same system			
					1N=5+, $2x=$ short 4 , $2N=$ solid suit, $3x=H-7c(1)2+ controls needed for a positive response$	seq				
1 •		2	4♥	11-13 bal or 10-15 unbal 4+♦	1 \forall =nat, 1N=7-11, 2 \Rightarrow +=4+ inv+, 2 \forall =5+ \pm 4+ \forall (5- 9), 2 \Rightarrow =5+ \pm 4 \forall INV, 2N=INV, 3 \Rightarrow =m's NF	Transfer Checkback when 1N response 2way checkback when 1 -1 -1 -1				
			1		3♦=5+♦5+♣Inv, 3♥=pre, 3♠=xfer To 3N.					
1 🗸		5(4)	4	5+♥	semiF 1N, 2♣=GF relay, 2♦=good raise+ in ♥	1♥-1N-2▲=6♥4+sidesuit good hand	Drury, 2N= 4c raise			
		- ()			2♠=6-7 constructive, 2N=4card raise, 3♠=any spl		3 ♣ ♦=5+ ♣ ♦5+OM			
1 🔺		5(4)	4♥	5+•	2 ♦ =5+ ♥ , 2 ♥ =good ▲ raise+,	1 ▲-1N-2N=6 ▲4+sidesuit good hand				
INT			4♥	14-16	2♣=stayman asking, 2♦=puppet to 2♥ signoff any	2 ◆ >2x>3M=5c GF				
				Can include 5M/6m/shortness	suit, slamish any suit, GF minor hands	2 ◆ >2x>2N=GF				
					2♥♠N=nat invit, 3♣=puppetstayman, 3♦♥=xfers 3♣=5+♠ 4+♦ slamish, 4♣♦=♥♠					
2 桊		5	4♥	5+ 4 M-13/3145 or 6+ 4 10-15	2♦=ask, 2♥♠=Nat NF, 2N=5♠4♥ invit, 3♦♥♠=inv	2 ♣ -2 ♦ -2M=3-4M				
2 ♦				Short • 10-15	2N=ask, 3+=Nat constructive,	2N>3♣=min, 3♦=4414, 3♥=4315, 3♠=3415				
					3M=invit	3N=4414 singleton H				
2♥		6(5)		weak 2 6(+)♥ unless 1 st /3 rd NV	new suit F1, except 2♠ is NF when pd	responses after 2N: if can have 5cards:				
				10-12 in 4 th seat	Can have 5cards, 2N=asking	2N>3 ♣ =4+ ♣ , 3 ♦ =4+ ♦ , 3M=6c min,				
2 🔥		6(5)		weak 2 6(+)	2N=asking, 3♣=5+♥GF, 3♥=5+♣GF	3OM=5M5♦max, 3N=6M max				
				10-12 in 4 th seat		otherwise response 2N: 3x=short				
2NT		55		5+5+ m's 9-13	3/4♣♦=to play, 3♥=GF ask, 3♠=6+ GF					
				Can be less in 3 rd						
3.		6		nat 6-7	NAT					
3 🔶		6		nat 6-7	NAT					
3♥		6		nat 6-7	NAT, $4 = cue/nat$					
3 🔥		6		nat 6-7	NAT, $4 = cue/nat$					
3NT				solid minor little else 1 st /2nd	4♣=P/C, 4♦=ask for shortness, 4M=TO PLAY		1			
4*		7		nat	Nat, 4♦=sets clubs					
4 🔶		7		nat	nat					
4♥		7		nat	4♠=to play, 4N=rkcb, 5m=cuebids					
4 A		7		nat	4N=rkcb, 5m=cue					
4NT				specific ace ask	5♣=0 aces, 5♦♥♠6♣=the ace in the bid suit, 5N=2					
5 *				nat		HIGH LEVEL B	IDDING			
5 •				nat		rkcb, cuebids, splinters, dopi-ropi-depo				
5♥ 5♠						turbo in \clubsuit fit > 4 \bigstar =even, 4N=odd + (usually \bigstar cue)				
, , ,						$\pi = 100 \text{ m} \neq 100 \neq \pi = 000 = 000 \neq 0000 \neq 0000 \neq 00000 \neq 000000 \neq 000000$	cuc,			
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